Opcode::Point
+ x
+ y
+ z
+ Point()
+ Point()
+ Point()
+ Point()
+ ~Point()
+ Zero()
+ SetPlusInfinity()
+ SetMinusInfinity()
+ PositiveUnitRandomVector()
+ UnitRandomVector()
and 87 more...

+mCenter

Opcode::Sphere
+ mRadius
+ Sphere()
+ Sphere()
+ Sphere()
+ Sphere()
+ ~Sphere()
+ Compute()
+ FastCompute()
+ GetCenter()
+ GetRadius()
+ Center()
and 9 more...